

ABSTRACT

In accordance with one aspect of saving audio source identifiers for soundtracks in a gaming system, an audio track is obtained from an audio source and the audio track is saved so that a copy of the audio track is available when the audio source is no longer accessible to a game console. The audio track is at least part of a user-created soundtrack and/or a user-selected soundtrack. The identifier of the audio source is also saved, and when a database containing meta data associated with the audio track is available, the meta data associated with the audio track is obtained from the database, based at least in part on the identifier saved on the storage device, and the obtained meta data is stored.